

# KINETICS

***NOTE:** The following entry is non-canon, included only if you would like to make use of it. All details are purely from the minds of the writers at Red Star Games, and any Game Masters or players are invited to make alterations or entirely ignore the roleplaying suggestions and histories in this section.*

Although this tribe is not known to have existed in the prime universe, the element of Kinetics may be observed in highly-different alternate versions of reality, where the history of the Matoran Universe took different paths.

Toa of Kinetics are among the universe's most cunning daredevils, using their mastery over physics to effortlessly dodge and weave through their enemies. They are able to use their opponents' movements against them to snatch victory from the jaws of defeat, and can augment their own motions to perform great physical feats, such as leaping over buildings or running at blinding speeds. Through the eyes of a Kha-Toa, the entire universe is a tapestry of motion, and one that is theirs to unweave.

Like their Toa counterparts, many Kha-Matoran find fulfillment living on the move, never settling in one place. For these wandering souls, they take up odd jobs wherever they find themselves, supplementing the work of the locals as needed. However, for those who are required to settle in one place, they often choose to live in vertical cliffside settlements, where the thrill of falling and the challenge of climbing exist side by side. These "sedentary" Kha-Matoran, common in the Kirui foothills of the Northern Continent, prefer to find work as athletes or performers, or in any other field that allows them to find novelty and challenge. Their love of adventure leads Kha-Matoran to often make fast friends with Matoran of Air and Lightning, who tend to appreciate the same facets of life.

## **How to play a Toa of Kinetics:**

Toa of Kinetics are fast, direct, dynamic, and ever-changing. To them, stillness is death, and a hero who does not act is indistinguishable from a helpless bystander. Kha-Toa find it difficult to contain themselves, and may sometimes act without thinking; as a result, some more serious beings, such as Toa of Ice, may find the carefree attitude of a Toa of Kinetics to be immensely frustrating. While they can drift from task to task as the wind changes, Kha-Toa are also often the most dependable of friends.

**Suggested Armor Colors:** *Red & White*

**Associated Attribute Scores:** STR, DEX, WIS

**Crafting Proficiency:** You gain Proficiency with Crafting: Materials Engineering.

**Skill Proficiencies:** You gain Proficiency with Acrobatics and Mechanical Engineering.

**Element Type:** Energy

**Elemental Damage:** Cold, Force, Heat

**Additional Features:**

- **Conduit of Power:** Wielders of Kinetics with access to an EE Pool are considered one Species Category step greater than normal (e.g. a being considered Species Category B would be considered B+, and a being considered Species Category B+ would be considered C-).

**Tribally-Linked Abilities:**

All beings Elementally-Aligned with Kinetics have ADV1 on CMB checks when performing a Bullrush, Knock Prone, Overrun, or Shove Combat Maneuver if they have taken a Move Action on their turn before performing that Combat Maneuver. Additionally, they have ADV1 on checks and Saves made to resist losing AP.

**Elemental Talents:**

Wielders of Kinetics have access to a variety of Elemental Talents; you begin play with one that lacks a prerequisite, and may unlock the others for their listed ET cost.

*Dynamic Redistribution* - 1ET

When you suffer Damage and the source inflicts a Damage Type you can deal with elemental powers (Cold, Force, and Heat by default), you may, as a 1AP Reaction, temporarily gain DR X against all unlocked Damage Types for the duration of that Attack (or other damaging Action), where X is equal to twice your PROF. You gain an amount of EE equal to the damage reduced.

*Bow Before Blows* - 1ET

**Prerequisite:** *Dynamic Redistribution*

You can activate your Dynamic Redistribution Talent when you successfully Parry an Attack, except instead of gaining DR, you may choose to instead gain X EE, where X is equal to the damage die size of the Attack you Parried multiplied by the number of damage dice the Attack would have dealt.

*Disciple of Power Overwhelming* - 1ET

**Prerequisite:** *Dynamic Redistribution*

The DR granted by your Dynamic Redistribution Talent may be treated as Resistance.

*Dynamic Redirection* - 1ET

**Prerequisite:** *Dynamic Redistribution*

When you activate your Dynamic Redistribution Talent, instead of regaining EE, you can instead add Y to your next Damage Roll, where Y is equal to the damage reduced. Alternatively, you can expel the stored kinetic energy in an outward-facing blast, forcing all targets in Zft to make a REFL Save (against your ESDC), where Z is equal to 5ft per 10 damage; on a failure, they suffer Y damage, or half as much on a successful Save.

#### *Force-Fired Slug - 1ET*

As a 2AP Action, you may spend a variable amount of EE to increase the Core and Maximum Range of a Ranged or Thrown Weapon by 45X ft, or the die size of any Attack made with a Weapon (or other Item) by X, where X is equal to 1 per 6EE spent, for the duration of an Attack.

#### *Utterly Shattering Impact - 2ET*

##### **Prerequisite: Force-Fired Slug**

Your Elemental Powers can deal Explosive damage.

#### *Energy Dampening - 1ET*

##### **Prerequisite: Force-Fired Slug**

Your Force-Fired Slug Talent can be used to decrease the Range or die size of a Weapon targeting you or a target you choose by X (where X is equal to 1 per 6EE spent) for the duration of an Attack. This Talent can be used as a 1AP Reaction rather than as an Action.

#### *Kinematics Mastery - 2ET*

##### **Prerequisite: Energy Dampening**

As a 2AP Action, you may spend a variable amount of EE to force a target within 60ft to make a FORT Save. On a failure, they gain the Stasis Condition for 1 Round; on a success, they do not gain the Stasis Condition. An affected target can repeat the Save at the start of their turn, ending the effect on a success. This Talent requires Concentration.

This Talent has an EE cost equal to four times the Size Category Modifier of the target. You must spend an amount of EE each Round equal to half the base cost in order to maintain this Power for an additional Round.

#### *Goodbye - 1ET*

When dealing Force Damage, you may choose to not apply actual Damage, only rolling Damage Dice for the purposes of determining how far a target will be launched from their current location.

#### *Knockback Force - 1ET*

The Push Rider costs 0EE. All Attack Forms you have unlocked gain a number of Rider Slots equal to your PROF, which may only be filled with the Push Rider.

#### *Kinetic Accelerant - 2ET*

##### **Prerequisite: Knockback Force**

When you deal Force damage with an Elemental Power, the distance an affected target is pushed is calculated as  $[(\text{damage dealt}/4)^2]$ , instead of  $(\text{damage dealt} * 5)$ .

#### *Nullification Ward - 1ET*

The Slow Rider reduces the Movement Speed of an affected target by 10ft instead of 5. This ability may be purchased multiple times (up to a maximum of 6), with the ET cost increasing by 1 each time.

#### *Smiting Force - 1ET*

When you reduce a target's AP in any way, including with your Elemental Powers, with a piece of equipment, or with a Combat Maneuver, you can spend 8EE per affected target to prevent them from taking Reactions until the beginning of your next turn.

#### *Sonic Boom - 2ET*

The instant your Movement Speed meets 1500ft per AP, you generate an explosive force. All beings within a  $X^2$ ft radius must make a REFL Save (your ESDC+X). On a failure, they suffer  $Xd6$  Force and Sonic 2X damage, are knocked Prone, and are Dazed 2X; on a success, they suffer half as much damage, aren't knocked Prone, and are Dazed for half the AP. In all instances above, X is equal to your Size Modifier. Beings who are Deafened from the Sonic damage dealt by this Talent are Deafened for a number of hours equal to the difference between the Save DC and the resultant roll (see the Sonic entry in the Damage Types section of the **Rules Guide**). If a being fails this Save by 10 or more, they are permanently Deafened unless healed by repairing (Medicine Skill Check DC 22) or replacing their audio sensors.

#### *Force of Sound - 1ET*

##### **Prerequisite: Sonic Boom**

Your Elemental Powers may deal Sonic damage.

#### *Speeding Savior - 1ET*

You may perform Move Actions on water (or similar fluids) without breaking the surface if you are moving at a Movement Speed of 220ft per AP or faster. For less dense liquids, you may need to be moving faster (GM discretion applies).

#### *Speed Security* - 1ET

Beginning at Movement Speed 1500ft per AP, you generate X THP every Move Action you take, where X is equal to  $5^Y$ , where Y is equal to 1 per 60ft of Movement Speed you possess above 1500. For example, if your Movement Speed was equal to 1620ft, you would generate 25THP per Move Action. THP generated in this way is lost when you take an Action other than a Move Action.

#### *The Fist* - 1ET

Select one of the following Damage Types: Abrasive, Bludgeoning, Piercing, or Slashing. Your Elemental Powers may deal this Damage Type. This Talent may be unlocked multiple times until all Damage Type options have been selected.

#### *Forward Momentum* - 2ET

For every Move Action you perform that isn't interrupted, increase all of your Movement Speeds by  $(5 \times X)$ ft, where X is equal to the amount of uninterrupted Move Actions you have performed. If you take an Action other than Move or you switch the Movement Speed you are using, the Movement Speed bonus this Talent provides is reset to 0. This Talent's abilities carry over between Rounds, assuming no Reaction is taken outside of your turn other than to take the Move Action. Costs 5EE for every Move Action that benefits from this Talent, plus an additional 5EE per 2500ft of Movement Speed you possess above 2500.

When you are moving at incredibly fast speeds, you need to decrease your momentum before stopping. You can spend EE to decrease your Movement Speed at a rate of 500ft per 1EE. If you are moving at 1500ft per AP or faster and come to a complete stop, you must make a REFL Save (DC 8, +1 per 1000ft of Movement Speed you possess above 1500). On a failure, you crash, are knocked Prone, suffer an amount of damage equal to half of your Movement Speed (per AP); on a success, your Movement Speed is reduced to its base.

#### *Cross-Country Champion* - 1ET

##### **Prerequisite: Forward Momentum**

While using the Forward Momentum Talent, if you are using a given Movement Speed type (such as Fly, Swim, normal, etc.) and you begin using another Movement Speed type you have access to, your Movement Speed isn't reduced.

#### *Mach Impulse* - 3ET

##### **Prerequisite: Forward Momentum**

The Movement Speed bonus generated from your Forward Momentum Talent is now exponential, where your Movement Speed is increased by  $5^X$ ft instead of  $(5 \times X)$ ft, where X is equal to the amount of uninterrupted Move Actions you have performed.

#### *Galvanized Run* - 1ET

##### **Prerequisite: Mach Impulse**

You can deal Electric damage with your Elemental Powers if your Movement Speed is equal to or exceeds 3,500ft per AP.

#### *Battery Incarnate* - 1ET

##### **Prerequisite: Galvanized Run**

You produce IC as though you were an Item at a rate of 1IC per 30ft of Movement you are moving at above 3,500ft per AP.

#### *Speed Doesn't Stop* - 3ET

##### **Prerequisite: Forward Momentum**

Your Movement Speed bonus generated from your Mach Impulse Talent isn't interrupted if you take an Action, provided you take at least one Move Action during the Round you took the Action in.

#### *The Force of Impact* - 1ET

##### **Prerequisite: Mach Impulse**

The area adjacent to where you touched the ground while your Mach Impulse Talent is active is treated as Difficult Terrain until repaired if your Movement Speed is equal or greater than 7,000ft per AP.

### **Elemental Attack Forms:**

*For definitions of X and Y in the context of Area of Effect and Elemental Armor, see the Elemental Calculations.*

#### **Area of Effect:**

Unlike most other Elements, Kinetics has access to two separate Area of Effect Attack Forms rather than one. When a wielder invests ET to unlock the Attack Form, they unlock both, but each requires their own EI to increase Intensity (a maximum of 14ET to fully unlock both). You cannot split your Intensity between each ability.

- *Forward Accelerant*

A field of positive kinetic energy covers the area. Increase the Temperature Band of the area affected by  $Y/2$ , rounded down. All targets in the area of effect gain a +5Y bonus to their Movement Speeds but suffer double the normal amount of Physical, Force, Electric, Explosive, Fire, and Heat Damage. All Actions taken cost 1 less AP (to a minimum of 1) at Intensities 1 to 3, and cost 2 less at Intensities 4 to 5. All Items that are thrown, or Attacks that are Fired have their Core and Maximum Ranges multiplied by Y. If you choose to deal Damage with this AoE, you cannot deal Cold Damage.

- *Negative Accelerant*

The kinetic energy in the area this Attack Form covers is greatly reduced. Decrease the Temperature Band of the area affected by  $Y/2$ , rounded down. All targets in the area of effect suffer a -5Y penalty to their Movement Speeds. However, they gain DR  $5Y/\text{Physical, Force, Electric, Explosive, Fire, and Heat Damage}$ . All Actions taken cost 1 additional AP to do so at Intensities 1 to 3, and 2 additional AP at Intensities 4 to 5. All Items that are thrown, or Attacks that are Fired have their Core and Maximum Ranges reduced by 15Yft. If you choose to deal Damage with this AoE, you may only deal Cold Damage.

### **Elemental Armor:**

Your body is charged with elemental power, which numbs pain, reduces incoming damage, and automatically absorbs kinetic energy. You gain DR (any Damage Type you may deal with your Elemental Powers)/(3\*Y). For every two points of damage your DR reduces, you gain 1EE. This stacks with the Dynamic Redistribution Talent.

As a 1AP Action, you may force all targets in 10ft to make a REFL Save; on a failure, they suffer an amount of damage equal to the amount of damage your DR negated, or half as much on a successful Save. Alternatively, you may apply this to the next Attack you make. Activating this ability ends your Elemental Armor.

# CRYSTAL

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Although this tribe is not known to have existed in the prime universe, the element of Crystal may be observed in highly-different alternate versions of reality, where the history of the Matoran Universe took different paths.

Toa of Crystal guide the flow of combat from the back line, using their elegant offensive capabilities at range to keep opponents at bay. Efficient, tactical, and logical, they are able to direct their allies with calculated intent, always seeking the optimal outcome to a battle. Their crystals can be sharp enough to slice even hardened forms of Protodermis, and reflective enough to blind enemies with a single flash. However, the fragile nature of their element often extends to themselves as well: many Ru-Toa are more averse than most to receiving a beating in combat, and tend to rely on subterfuge and surprise as tools before engaging in a fight head-on.

Matoran of Crystal are known for their intense attention to detail, their encyclopedic memory, and their rock-solid reliability in matters of knowledge. Many libraries and archives seek out the expertise of Ru-Matoran, who are able to interface with Memory Crystals with a level of skill unsurpassed by other beings. They typically keep to themselves in underground caverns filled with sparkling crystals - a sight common in the Vezohi region of the Southern Continent - although they are equally comfortable living in urban environments of similar splendor. It is this appreciation for beauty that also makes them excellent artisans, decorating their crafts with valuable gemstones or geometric patterns. A peculiar custom among Ru-Matoran is their collective fixation on the different types of crystal matrices: one faction holds that hexagonal crystals are superior, citing the frequent appearance of the number six in the sacred prophecies (as hexagons are the bestagons), while another faction maintains that cuboid crystals are superior, due to their supposed rational efficiency (they are wrong). Few beings outside of the tribe understand why Matoran of Crystal find this debate so important.

## **How to play a Toa of Crystal:**

Toa of Crystal enjoy seeing the universe as a confluence of axiomatic patterns, each interlocking in their own unique ways. Others may find them aloof at times to life's problems, lost within the repeating corridors of their prized crystal structures, although few can say that a Toa of Crystal has ever been directly rude. Toa of Crystal are instead often extremely friendly to outsiders, and will gladly share the fruits of their experiences with others. They are constantly analyzing the situations they find themselves in, to be used to perform better in future scenarios.

**Suggested Armor Colors:** *Purple, with White or Transparent Colors*

**Associated Attribute Scores:** STR, INT, CHA

**Crafting Proficiency:** You gain Proficiency with Crafting: Crystalsmithing

**Skill Proficiencies:** You gain Proficiency with Knowledge: Gemology and Powers-Based Engineering.

**Element Type:** Solid

**Elemental Damage:** Any Physical

**Tribally-Linked Abilities:**

All beings Elementally-Aligned with Crystal can instantly determine both the worth of an Item made of Crystal, and the composition of all Crystal Materials that are in the Item. Additionally, when a Translucent target is using Stealth and can be seen by a Crystal-Aligned being, they do not gain bonuses to Stealth checks that are made against the Crystal-Aligned being.

**Elemental Talents:**

Wielders of Crystal have access to a variety of Elemental Talents; you begin play with one that lacks a prerequisite, and may unlock the others for their listed ET cost.

*Crystal Javelin* - 1ET

Damage you deal with your Elemental Powers is doubled for the purposes of Item Puncturing. This stacks with Piercing damage. This Talent can be unlocked multiple times, but every time it is unlocked after the first, it requires 1 additional ET for each time it has already been unlocked, to a maximum of 6 times.

*Crystal Seeding* - 1ET

The AP Cost to create Crystal Items, or increase the Size of an existing Crystal Item with your TME, is reduced by 2 (to a minimum of 0) if the Item is submerged in Water or a similar solution. If the solution is acidic, the AP Cost is reduced by 3.

*Index of Refraction* - 1ET

For an additional 3EE, Items you create with E-Item can be given the Translucent Condition.

*Death Ray* - 1ET

**Prerequisite:** *Index of Refraction*

When creating Items using E-Item, you are able to shape them into powerful lenses. Spend  $(2 \times X)EE$ , where X is equal to a number of Slots as if you were installing a Range into the Item (minimum 1). The Item is able to deal  $Xd4$  Heat Damage to targets within this Range, where X is equal to the Light Level the Item is currently exposed to (minimum 0).

#### *Panuri Puppets* - 1ET

You gain the ability to use your TME on any being with the Panuri Applied Template (see the **Species Index**). This Talent is considered **Immoral**.

#### *Shatter Shards* - 2ET

When you reduce a Crystal Item to 0HP, you may, as a 2AP Action, spend 12EE to force all targets within 5Xft to make a REFL Save; on a failure, they suffer  $Xd4$  Decay damage, where X is equal to your PROF.

#### *Through the Looking Glass* - 1ET

Elemental Items you create *can* reflect Light (specifically Light Levels) of any spectrum (including x-rays). This property can be applied to any Crystal Item you can manipulate within range of your TME for XEE, where X is equal to the Size Modifier of the Item.

#### *Circle of Radiance* - 1ET

##### **Prerequisite: Through the Looking Glass**

The Light Level within  $(PROF \times 5)$ ft around Crystal Items you have created or manipulated can be increased by 2. Additionally, if the Light Level of the area you are standing in is 1 or greater, you can apply the Blinded Condition for PROF Rounds as a Rider at the cost of 8EE.

#### *Hall of Mirrors* - 1ET

##### **Prerequisite: Through the Looking Glass**

When a laser, a damage source that deals Light or Plasma Damage, an Attack that has an Energy-Load Type, or any other equivalent force (GM discretion) comes into contact with an E-Item you have created, or with a Crystal you can manipulate that is in range of any of your Elemental Powers, you can manipulate the Crystal to refract the Attack. An Attack that is refracted in this fashion is redirected in a random direction. The Range of the Attack is equal to the Maximum Range of the original Attack (if from a Weapon or Item), or just the Range (if from an Elemental Attack Form, Power, or other source). In either case, a target struck by the redirected attack must make a REFL Save against your ESDC; on a failure, they suffer the damage and any additional effects as though they were the original target.

#### *Unsanctified Self* - 3ET

As a 2AP Action, you can spend 10EE to slightly manipulate a target's brain crystal, forcing an applicable target in 60ft to make a WILL Save; on a failure, they are treated as Mindless for X Rounds, where X is equal to your PROF. Unless otherwise specified, Machines and other beings that lack a brain crystal cannot be affected by this Talent. This Talent is considered **Immoral**.

#### *Mind Shatter* - 2ET

##### **Prerequisite: Unsanctified Self**

You can unlock the Psionic Rend Attack Form by investing levels in the Render Half-Archetype.

**Developer Note: This Attack Form is Immoral, and increases your Species Category by 1 step.**

### **Elemental Attack Forms:**

*For definitions of X and Y in the context of Area of Effect and Elemental Armor, see the Elemental Calculations.*

#### **Area of Effect:**

The ground splits open as massive shards of crystal erupt towards the sky. All targets within the area of effect upon initial activation must make a REFL Save. On a failure, they suffer X Damage and are Pinned for Y Rounds; on a success, they suffer half as much damage and aren't Pinned. Upon initial activation, the resultant Crystals can be up to Small Size. For every Round the AoE is upkept, their Size increases by 1 step, up to Gargantuan. Targets that are Pinned by these Crystals become further encased, forcing  $(DADV \times Y)$  on all attempts to escape, in addition to physically raising them off the ground. All spaces touched by this Attack Form are treated as Uneven Terrain, even after it ends, until the crystal is removed.

#### **Elemental Armor:**

A lattice of jagged crystals erupts from your armor. In addition to the standard benefits of activating Solid E-Armor, increase your AC by  $(X/2)$ , rounded up. When a target moves into a spot adjacent to you, you move into a spot adjacent to them, or they perform a Strike against you within their Natural Reach, they must make a REFL Save; on a failure, they suffer  $Xd4$  Piercing Damage.

When you are struck by a non-Area of Effect Attack that deals Light or Plasma Damage, or the Attack is made with an Item that has an Energy Load Type, you suffer no Damage, and the attack is redirected at a random target in range of the original Attack. If the Attack is a Strike or some other melee attack, the attack is redirected at the attacker. Regardless of origin, Attacks redirected with this Attack Form force the target to make a REFL Save against your ESDC.

**Materials:**

Wielders of Crystal have access to Crystalline Protodermis by default and can unlock the other Materials by studying them (see **Riders and Materials** in the **Elemental Index**):

Crystalline Protodermis							
Base Quality	Rarity	CM	IHP	Infusion Slots	Craft Time	EE Cost	Specific Skills
Tier 0	Common	+2	-2	2	x1	0	

Crystalline Protodermis represents the vast majority of traditional crystals, with analogues to precious stones such as ruby or emerald. They come in a wide variety of colors and shapes, and can be carved and polished using either a Crystalsmithing Kit or a Chisel. They are typically not very durable, but can be used to adorn nearly any Item through Infusion.

Synthetic Crystal							
Base Quality	Rarity	CM	IHP	Infusion Slots	Craft Time	EE Cost	Specific Skills
Tier 0	Uncommon	+2	-1	3	x1.5	+2	Knowledge: Science

Synthetic Crystals are often grown in labs, using a much smaller portion of naturally-occurring Crystal and seeping it in a supersaturated Water solution. This results in a swift-growing Crystal whose physical traits can be controlled more directly than a natural one.

Elemental Stones							
Base Quality	Rarity	CM	IHP	Infusion Slots	Craft Time	EE Cost	Specific Skills
Tier 1	Bulk Rare	+2	+4	1	x3	+3	Powers-Based Engineering, Knowledge: Powers

Elemental Stones refer to a wide variety of crystalline gemstones, all of which are naturally-occurring. There are different types of Elemental Stones - one for each Elemental Tribe - that are imbued with powers related to the natural forces of the Universe. Each kind of Elemental Stone can be found in Environments directly related to their powers, and can be mined. Excessive mining of Elemental Stones in a given location often comes with dire consequences related to the stability of the local natural environment, including severe weather patterns or even fluctuations in gravity, depending on the type of Stones that are removed.

See the **Crafting Guide** for more information on the effects of each Elemental Stone.

Zamor Lattice							
Base Quality	Rarity	CM	IHP	Infusion Slots	Craft Time	EE Cost	Specific Skills
Tier 5	Legendary	+8	Special	6	x5	+8	Powers-Based Engineering, Focus

Zamor Lattice is one of the strangest substances in the world, and is created through largely-unknown means by the legendary Nynrah Ghosts. This Material is coveted for its unique abilities, and is often molded into a spherical shape for use as a Zamor Sphere (see **Cases** in the Crafting Guide). Certain Kanohi, such as the Kanohi Kaketo, are occasionally made with a Kuta Zamor Infusion.

These Items always have only 1 IHP, and are Vulnerable to all Physical Damage, but are Totally Immune to all other forms of Damage. Zamor Lattice Weapons and Ammunition target TAC, with Ammunition having triple its standard damage for the purposes of overcoming an Item’s Durability Threshold. Standard Zamor Lattice cannot be Infused with other Materials or Ingredients, but can be used to store any liquids, gas, or forms of energy.

Once a Zamor Lattice Item is used in an Attack Roll that makes contact with a Solid, or expends an Item Charge, any Infused Materials or Admixtures will become Intangible to pass *through* their target, releasing their payload directly into the core of the target. Admixtures deposited into a being this way add one extra die of the same Damage Type and size to the Damage Roll. This effect applies to healing dice as well. Once all of its contents have been released, the Zamor Item must be refilled. Any Zamor Lattice Item that takes damage (that it is not Totally Immune to) dissipates instantly and ceases to exist. None of the Material can be Salvaged.

*Note: As a **non-canon** option, GMs may allow Solid Materials and other Items to be placed inside a Zamor Lattice, which will deposit its contents into a target as normal.*